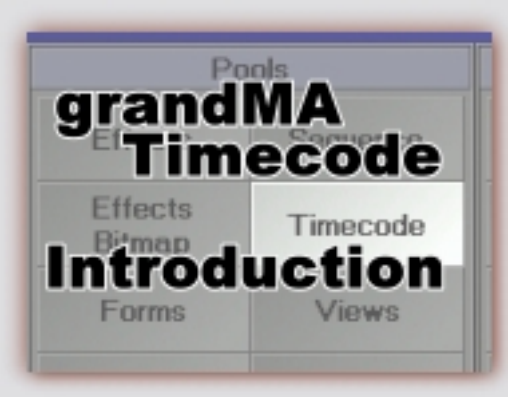
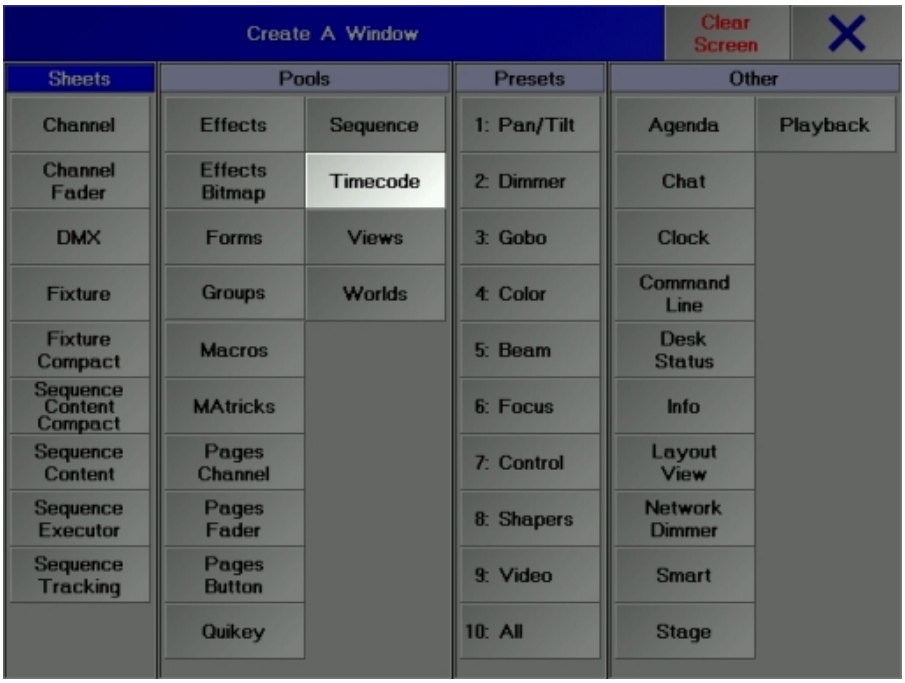


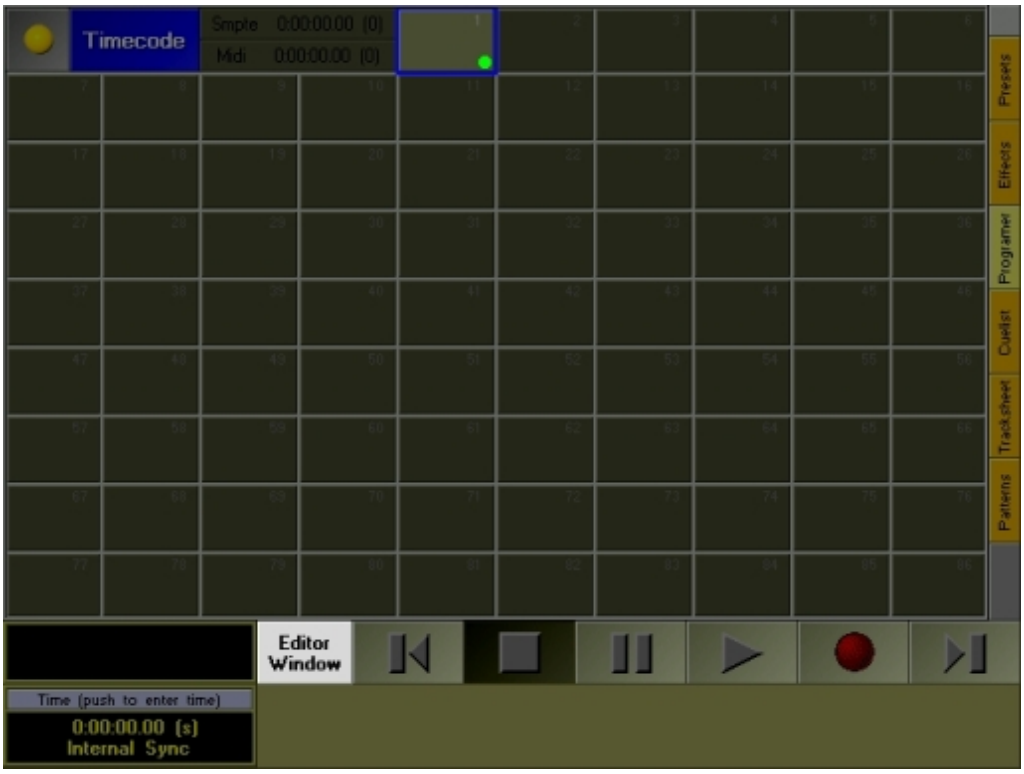
As you may have noticed, the timecode implementation on the grandMA is quite a bit different than on other consoles. Instead of placing a frame stamp onto each individual cue, we see a timecode show as a timeline of events. The events on the timeline can include executor commands, as well as fader events. Each of these timelines can have multiple tracks, with each track relating to an individual executor.

Configuring Timecode settings

Once you have your cues built, open up the timecode pool.



Touch one of the timecode shows, and then press the "Editor Window" button above the encoders (alternatively, you could use the syntax of pressing the Edit key, followed by pressing the timecode show).



This will open the timecode editor. Take a look at the Options menu, available in the upper-left corner. Important settings in this window include the Synchronization (which will allow you to choose between SMPTE, MTC, and an Internal sync) and Visible Frame Format (which most users will set to 30fps).

Syncing to Timecode

Closing the options window, you will once again see the timeline view. At the bottom of the screen, you will see some pretty standard transport controls, including a record button (red dot). Press record (and wait for your external sync, if that's what you're using) and go about running your cues (on as many executors as you would like) as you would like to have them recorded. Once you have run through all of the cues you need, simply hit the Stop button (square).

You will see all of the events (including fader movements) appear on the timeline, with each executor on its own track.


Options
Show 1
Auto Select
zoom in
zoom 1:1
zoom out
R
Sort
S
1.1 Seq 1
1.1 Master
1.2 Seq 2
1.2 Master
1 Cue
2 Cue
1 Cue
Mouse Tools
Select
Move
Add
Delete
Direct Tools
Create Selection
Copy
Paste
Manual Record
Add Here !
Delete Selection
Fixtures
Channels
Parked Ch
Cuelist
Tracksheet
Viewpool
Track Functions
Exit this menu.
Graphic
Text
Editor Window
Time (push to enter time)
0:00:03.17 (30)
Internal Sync
Track (push to select)
1 Of 4
1.1 Seq 1
Event (push to edit)
1 Of 3
Goto 1 Cue
Move (push to enter exact time)
Turn to move the current event and selection.

Editing your Timecode Triggers
To edit, you can easily use the parameter encoders.

The left encoder will move the play head (you can tap it to enter a specific time to jump to).

The next encoder will jump you from track to track (you will see the active track highlighted in green). Each click of the third encoder will jump you to the next (or previous) event on the active track. Tapping the third encoder will allow you to change the function of the current event (you will be presented with a list of applicable executor button functions; if you choose something like Goto, you will then be presented with a list of all of the cues in that sequence).

Turning the fourth encoder will change where the current event lands on the timeline (again, tapping the encoder will allow you to key in an exact frame).

There are plenty of tools in the timecode editor that allow you to select and edit multiple events as you require. I think you will find that dealing with timecode is both easy and powerful.